

## CLAIMS

1. A game apparatus comprising:

plural game data storage means;

5 replication source determination means for determining replication source game data storage means among the plural game data storage means;

replication target determination means for determining replication target game data storage means among the plural game  
10 data storage means; and

replication means for storing game data into the replication target game data storage means on the basis of game data stored in the replication source game data storage means, the game apparatus being characterized in that

15 there is included link data storage means for storing link data to correlate two game data storage means with each other,

each of the plural game data storage means stores original item data relating to an original item and replica item data relating to a replica item, and

20 the replication means stores the game data into the replication target game data storage means on the basis of the game data stored in the replication source game data storage means so that a sum of the number of original items relating to the original item data stored in the replication source game data storage means and the  
25 number of replica items relating to the replica item data stored in the replication source game data storage means becomes the number of replica items relating to the replica item data stored in the

replication target game data storage means, and stores the link data to correlate the replication target game data storage means with the replication source game data storage means into the link data storage means.

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2. A game apparatus according to claim 1, characterized by further comprising means for, in a case where disposal of an original item relating to the original item data stored in one of the plural game data storage means is instructed, updating the original item data stored in the game data storage means whose disposal is instructed so that the number of original items is decreased, and updating the replica item data stored in another game data storage means relating to a replica item as a direct or indirect replica of the original item so that the number of replica items is decreased.

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3. A game apparatus according to claim 1 or 2, characterized by further comprising means for, in a case where disposal of a replica item relating to the replica item data stored in one of the plural game data storage means is instructed, updating the original item data stored in one of other game data storage means as a direct or indirect replication source of the game data storage means whose disposal is instructed so that the original item is decreased, and updating the replica item data stored in another game data storage means relating to a replica item as a direct or indirect replica of the decreased original item so that the replica item is decreased.

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4. A game apparatus according to any one of claims 1 to 3,  
characterized by further comprising means for, in a case where  
deletion of game data storage means having no replication source  
is instructed, updating the original item data and the replica item  
5 data stored in one of the game data storage means as direct or indirect  
replication targets of the game data storage means whose deletion  
is instructed so that replica items, equal in number to the number  
of original items relating to the original item data stored in the  
game data storage means whose is instructed are changed to original  
10 items, changing link data, which is stored in the link data storage  
means and correlates the game data storage means whose deletion  
is instructed with the game data storage means as the replication  
target of the game data storage means, to link data to correlate  
the game data storage means as the replication target of the game  
15 data storage means whose deletion is instructed with said one of  
the game data storage means, and deleting the game data storage  
means whose deletion is instructed.

5. A game apparatus according to any one of claims 1 to 4,  
20 wherein the plural game data storage means is comprising of one  
or plural memories, and the link data storage means is comprising  
of part of each of the plural game data storage means.

6. A game apparatus according to any one of claims 1 to 4,  
25 wherein the link data storage means and the plural game data storage  
means are comprising of one or plural memories, and a storage area  
relating to the link data storage means and a storage area relating

to the plural game data storage means are separately provided in the one or plural memories.

7. A program to cause a computer to function as:

5 plural game data storage means;

replication source determination means for determining replication source game data storage means among the plural game data storage means;

10 replication target determination means for determining replication target game data storage means among the plural game data storage means;

replication means for storing game data into the replication target game data storage means on the basis of game data stored in the replication source game data storage means; and

15 link data storage means for storing link data to correlate two game data storage means with each other, the program being characterized in that

20 each of the plural game data storage means stores original item data relating to an original item and replica item data relating to a replica item, and

the replication means stores the game data into the replication target game data storage means on the basis of the game data stored in the replication source game data storage means so that a sum of the number of original items relating to the original item data stored in the replication source game data storage means and the number of replica items relating to the replica item data stored in the replication source game data storage means becomes the number

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of replica items relating to the replica item data stored in the replication target game data storage means, and stores the link data to correlate the replication target game data storage means with the replication source game data storage means into the link data storage means.

8. A control method of a game apparatus, comprising:

a replication source determination step of determining replication source game data storage means among plural game data storage means;

a replication target determination step of determining replication target game data storage means among the plural game data storage means; and

a replication step of storing game data into the replication target game data storage means on the basis of game data stored in the replication source game data storage means, the control method of the game apparatus being characterized in that

at the replication step, the game data is stored into the replication target game data storage means on the basis of the game data stored in the replication source game data storage means so that a sum of the number of original items relating to the original item data stored in the replication source game data storage means and the number of replica items relating to the replica item data stored in the replication source game data storage means becomes the number of replica items relating to the replica item data stored in the replication target game data storage means, and link data to correlate the replication target game data storage means with

the replication source game data storage means is stored into the link data storage means.

9. A program delivery apparatus comprising an information  
5 storage medium storing a game program and a server, characterized in that:

a program is stored as at least part of the game program in the information storage medium, the program causing a computer to function as:

10 plural game data storage means;

replication source determination means for determining replication source game data storage means among the plural game data storage means;

15 replication target determination means for determining replication target game data storage means among the plural game data storage means;

replication means for storing game data into the replication target game data storage means on the basis of game data stored in the replication source game data storage means; and

20 link data storage means for storing link data to correlate two game data storage means with each other, and

the program being characterized in that

25 each of the plural game data storage means stores original item data relating to an original item and replica item data relating to a replica item, and

the replication means stores the game data into the replication target game data storage means on the basis of the game data stored

in the replication source game data storage means so that a sum  
of the number of original items relating to the original item data  
stored in the replication source game data storage means and the  
number of replica items relating to the replica item data stored  
5 in the replication source game data storage means becomes the number  
of replica items relating to the replica item data stored in the  
replication target game data storage means, and stores the link  
data to correlate the replication target game data storage means  
with the replication source game data storage means into the link  
10 data storage means, and

the server reads out the game program from the information  
storage medium in response to a game delivery request and delivers  
the game program through a communication network.

15 10. An information storage medium storing a program recited  
in claim 7.